

College and Career Ready Summit, August 16-17, 2012

Conversation Café Notes

Facilitated participant discussion

What would be educational tools & programs needed in the community?

- Maker culture -- actually creating physically or digitally based
- Provide space for activities to occur or providing tools to do so
- Library as nexus for matching teachers & apprentices
- Refugee-led activities on their culture
- Focus on portfolios or badges
- Encourage collaboration & connections with similar interests or skills sets
- Creator maker culture/business training to make it sustainable
- Display creations
- Girl scouts behind bars - Teaching women prisoners skills learned in / by girl scouts.
- STEM activities in library
- NASA materials/displays in library
- Having pre-packaged programs make it easier to implement
- Sharing programs. If taking the time to put it together then others can use it and not just one-time.
- Could share via WebJunction
- Consistent messages
- First Book & ECRT
- Tubs of materials (Themes)
- Partnerships-important to broaden our reach
- Partner w/Head Start
- Store circulation materials (kit, books, etc.) remotely
- Use at partner sites
- Make library available to groups for education, training
- How to get buy-in from decision leaders that library is a place to get education
- Creative & flexible hours (bldg & staff) to meet service needs of special populations
- Educate opinion leaders about role of library in education.

Crowd sourcing- how it relates to education effective w/problem solving:

- Futures game w/teens where they see impact of their decisions long-term, larger the group the better it works
- Helps to identify barriers and viewpoints and people are invested
- Broader than a focus group. Useful in assessing community needs. Gets people to think outside the comfort zone.
- OCLC newsletter article on crowd sourcing
- Crowd sourcing: "ungluing" e-books

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Does crowd-sourcing help solve problem of limited resources?

- Pooling resources
- Pulling in a large population
- you-tube people learning to do things but how do they know if info is valid
- Ranking: was this helpful

Crowd sourcing:

- Funding, kick starter
- Buy-in to what is happening, get a reward
- Cities can participate in setting goals
- People can get involved in what they are interested in
- Can we start tomorrow?
- Plan to make it happen
- Limited resources
- Application to remedial basic math?
- Set students over initial hurdle
- Crowd sourcing to address remedial math issues as well as math problems
- Instructors learn from students
- Resources community element

What do libraries need to facilitate online learning?

- May have the technology but need guidance, people, or programs
- Subject experts who bring learning experience to library
- Supporting experts who bring learning experience to library
- Supporting formal learning with library programs that support STEM, etc.
- Gaming & formative learning
- IDPTV games -- Edutainment
- Super why = early lit.

How to get the word out:

- Invite legislators and senators to conferences like this
- Invite/encourage Board Trustees of Library to these conferences
- Do more outreach to decision makers/stakeholders don't expect them to find us
- Share at other conferences cross boundaries & subject areas
- School bound conferences be there be visible
- Submitting publications to other agency newsletters
- Get loud, get creative even controversial to get the message out (marketing)

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- Communication methods: Newspapers, you-tube, social media, radio, tours, farmers markets, fairs, events w/ people, dentists, doctor offices.
- Need clear & simple messages, need a consistent message from all the stakeholders
- Submit articles to media, get good writer, & include facts
- Attn grabbing headline or lead in, i.e. "AZ builds prison beds based on 4th grade reading scores."
- Put a face on the issue
- Personalize it
- Be sure to reach all ethnicities, Hispanics especially in Idaho
- Where to communicate the message, WIC, H&W, Central District Health Dept.

Decision makers:

- Vocational ed/tech prep
- # of students who graduate
- Curriculum geared to college
- Foreign school policies

Maker culture-crowd sourcing -- Bring your staff & wind up w/ a product

Maker Culture:

- Can start w/the knitting group
- Focuses on creating, using our hands, using tech to create
- Chess program for kids to teach thinking skills, problem solving
- Library as a place to learn a new skill/craft
- Writing spaces/maker space
- Is a maker space also about collaborative creation?
- *Creating videos, share on-line*

How to choose people from crowd sourcing?

- Mechanics of process
- Homework centers

How to change math stereotype?

- Discovery learning
- Success leads to liking involvement, empowerment
- Buy in w/crowd sourcing mission (e.g.)

Crowd sourcing-Levies

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Maker culture:

- Transition to creation rather than passive reception
- 3-D printer
- Equipment to make music
- Create design & end product
- Entrepreneurs
- Shift in economic model
- Prepare w/confidence, relevant skills
- Innovation
- Celebrating success & failure
- Rewards-Tangible
- Helps people become less linear, different intelligences
- Involving the community to facilitate training opportunities
- Providing resources digital to traditional
- Drop in time
- Space constraints
- Photography
- Group activities vs. individual time
- Involve businesses by providing resources, demos
- Cross generational programs
- Fun & Done, Make & Take
- Doing these at other sites, give them the ideas there & help them that way, using volunteers
- How to maintain library brand at outreach sites
- Students still having difficulty finding things in public libraries
- More field trips
- How to use books for research academic research
- Service = "here is the book" vs. education = showing them how you got there
- Sponsor more contests using the Apangea model -- tie into existing resources, prizes provided
- Incorporating STEM & making it fun
- Broader worldview through reading, charting knowledge and identifying gaps
- Get kids to create their own games
- Host leaders who could explain how to code or create games & then let them go
- Marketing beyond teens, math teachers, parents, social media, offering extra credit to participate in library programs
- Ask teachers what topics are needed
- Building a key relationship w/one or two key people -- curriculum director is key -- & build trust

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Creating a Maker Culture

- Okay to start small & explore all kinds of options from traditional to digital options, all ages, different locations
- Gaming, using Apangea model.

Out of Classroom

- We don't have counselors/teachers (qualified/well-equipped) to help kids begin to plan from young age (& families) for post-secondary ed
- Roles to Define. Old model need to have all in school working together to do this. Look at "new model."
- Need resource center
- "Book-a-Librarian" concept
- Library (CIS, unblocked sites)
- Some libraries are training staff to talk w/kids & families, appointments
- Need visual tools for kids/families (timeline, checklists)
- Resources are inconsistent within schools, districts
- Libraries can help make learning fun & relevant
- Khan Academy train libraries to help kids access
- Pockets within state without technology and broadband access. "Last mile" libraries can fill gap

Key concepts:

- "Last-mile" gap
- "Book a Librarian"
- Collaborative Marketing-partnerships
- Teacher/counselor education of existing resources
- IEN-provide quicker access to all areas in state
- Need access w/in more homes, not just library (electricity example)
- More volunteers to help utilize resources?
- Need more teachers/education counselor

What can libraries do differently to help provide resources to schools re: post-sec.

- Comeback to "Book-a Librarian"
- Libraries can help reach out to parents in community
- Virtual tour of library

General public still not aware of all resources library offers:

- Still "stereotyping" of libraries & librarians -- not just books
- New user experience

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- Lots of online resources (PBS) & educational content that can increase readiness & understanding not everyone has access @ home or know it's available
- Librarians can help make patrons aware & encourage use thru BTOP computers
- Connect ABS.org w/ "online @ your library"
- Schools need to share "online @ your library" more w/ parents & kids
- Collaborative marketing, P-T conferences, e-mail blurbs for parents e-news letters

Themes-- Idea of using expertise in the community: Rich Resources

- In academic libraries: Librarians served as embedded technology experts in other departments (ex. BSU) librarians understand both technology and content
- Music faculty went into refugee populations and captured new songs in language that hadn't previously been written
- Capturing oral histories in the communities
- Checking out iPads to entire classroom. No problems w/returns
- Video cameras helps with digital literacy
- Some of the tools are inexpensive so risk of loss is not too great
- Many tools work well used in libraries as well
- Mobile devices take up less real-estate
- Start with small inventory and play with them
- Library is the place where I learn about tools and tech
- Start with a more daring concept, not so focused on what might go wrong
- Recognize resources available online. Volunteer peer tutoring program using library volunteers.
- Students (service learning) some requirements/vary by SD; staff don't have time Vistas HS? Are volunteers dependable? Retired teacher's people w/specific skill sets. Software-self-paced Khan Academy, Gaming
- How to get kids who need it to come? Social networking, word of mouth, food. Volunteer background checks? Establish policies space-on/off site. No meeting rooms in small libraries. Library staff digital skills.
- Gaming mechanisms, define rewards, fun, Lego robots. Less teaching more learning (directed activities) quest.

Invite agencies/workshops on college planning and application process to library presentation.

- Libraries work collaboratively within a region or programming above. Create a game or college process. Create a college bound club to learn about college prep process and support-teach other. Invite college student to speak to current high school students about the experience.
- Update lists of books to read to prepare for college; more graphic novels and other types of reading.
- Develop activities to help students learn to interact. Respect other opinions, and be wrong. Suggested activities: book clubs, information evaluation (Ted Talks)
- Use specialized software to gather opinions, prioritize them